
An Introduction To Agile Methods

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[Agile Practice Guide](#) IT Governance Ltd

Thoroughly reviewed and eagerly anticipated by the agile community, *User Stories Applied* offers a requirements process that saves time, eliminates rework, and leads directly to better software. The best way to build software that meets users' needs is to begin with "user stories": simple, clear, brief descriptions of functionality that will be valuable to real users. In *User Stories Applied*, Mike Cohn provides you with a front-to-back blueprint for writing these user stories and weaving them into your development lifecycle. You'll learn what makes a great user story, and what makes a bad one. You'll discover practical ways to gather user stories, even when you can't speak with your users. Then, once you've compiled your user stories, Cohn shows how to organize them, prioritize them, and use them for planning, management, and testing. User role modeling: understanding what users have in common, and where they differ Gathering stories: user interviewing, questionnaires, observation, and workshops Working with managers, trainers, salespeople and other "proxies" Writing user stories for acceptance testing Using stories to prioritize, set schedules, and estimate release costs Includes end-of-chapter practice questions and exercises *User Stories Applied* will be invaluable to every software developer, tester, analyst, and manager working with any agile method: XP, Scrum... or even your own home-grown approach.

Managing Agile Projects "O'Reilly Media, Inc."

This open access book constitutes the proceedings of the 22nd International Conference on Agile Software Development, XP 2021, which was held virtually during June 14-18, 2021. XP is the premier agile software development conference combining research and practice. It is a unique forum where agile researchers, practitioners, thought leaders, coaches, and trainers get together to present and discuss their most recent innovations, research results, experiences, concerns, challenges, and trends. XP conferences provide an informal environment to learn and trigger discussions and welcome both people new to agile and seasoned agile practitioners. This year's conference was held with the theme "Agile Turns Twenty While the World Goes Online". The 11 full and 2 short papers presented in this volume were carefully reviewed and selected from 38 submissions. They were organized in topical sections named: agile practices; process assessment; large-scale agile; and short contributions.

Practices of an Agile Developer "O'Reilly Media, Inc."

Discover the best practices for transforming cloud and infrastructure operations by using Agile, Scrum, Kanban, Scrumban and Spotify models. This book will help you gain an in-depth understanding of these processes so that you can apply them to your own work. The book begins by offering an overview of current processes and methods used in IT Operations using ITIL and IT4IT. The Authors provide a background of the Agile, Scrum, Kanban, SaFe, Scrumban, and Spotify models used in software development. You'll then gain in-depth guidance and best practices to implement Agile in the Operations world. You'll see how Agile, Site Reliability Engineering and DevOps work in tandem to provide the foundation for modern day

infrastructure and cloud operations. The book also offers a comparison of various agile processes and their suitability to the infrastructure and cloud operations world. After completing this hands-on guide, you'll know how to adopt Agile, DevOps and SRE and select the most suitable processes for your organization to achieve higher reliability, agility and lower costs while running cloud and infrastructure operations. What You Will Learn Understand how cloud computing and microservices architecture are changing operations dynamics Understand ITIL, IT4IT, and Lean Learn how Site Reliability Engineering, Agile and DevOps work in tandem Leverage Agile, Scrum, Kanban, Scrumban, and Spotify models to run cloud operations Use Site Reliability techniques along with Agile and DevOps Study the different agile frameworks (Spotify, SAFe, LeSS, DAD, Nexus), their purpose, benefits and implementation approaches. Learn a step-by-step process to identify and implement these frameworks in your organization Who This Book is For Infrastructure architects, DevOps architects, Agile practitioners, DevSecOps Experts, Product Managers/Scrum Masters, DevOps Engineers. [The Agile Samurai](#) Canadian Scholars

Introduction to Disciplined Agile Delivery provides a quick overview of how agile software development works from beginning-to-end. It describes the Disciplined Agile Delivery (DAD) process decision framework and then works through a case study describing a typical agile team's experiences adopting a disciplined agile approach. The book describes how the team develops the first release of a mission-critical application while working in a legacy enterprise environment. It describes their experiences from beginning-to-end, starting with their initial team initiation efforts through construction and finally to deploying the solution into production. It also describes how the team stays together for future releases, overviewing their process improvement efforts from their Scrum-based beginnings through to a lean continuous delivery approach that fits in with their organization's evolving DevOps strategy. The DAD framework is a hybrid of existing methods such as Scrum, Kanban, Agile Modeling, SAFe, Extreme Programming, Agile Data, Unified Process and many others. DAD provides the flexibility to use various approaches and plugs the gaps not addressed by mainstream agile methods. In a nutshell, DAD is "pragmatic agile." DAD describes proven strategies to adapt and scale your agile initiatives to suit the unique realities of your enterprise without having to figure it all out by yourself. Here's an overview of what each chapter covers: * Chapter 1: Introduction. This chapter provides a quick overview of the book and a brief history of Disciplined Agile. * Chapter 2: Reality over Rhetoric. This chapter explores several common myths about DAD and more importantly disproves them. * Chapter 3: Disciplined Agile Delivery in a Nutshell. This chapter provides a brief yet comprehensive overview of the DAD framework. * Chapter 4: Introduction to the Case Study. This chapter introduces us to the team, describes the market opportunity that they hope to address, and describes the environment in which they're working. * Chapter 5: Inception. The team's initiation effort includes initial requirements modeling and planning with their stakeholders in a streamlined manner, initial architecture modeling, setting up their physical work environment, setting up the start of their tooling infrastructure, initial risk identification, and finally securing stakeholder support and funding for the rest of the first release. * Chapters 6 through 10: Construction. These chapters each describe a single Construction iteration, sharing the team's experiences during each of those two-week timeboxes. * Chapter 11: Transition. The two-week transition phase focuses on final testing and fixing, training the support/help-desk staff, finishing a few short end-user "how to" videos, and deploying the solution into production. * Chapter 12: Future Releases. This chapter overviews the team's improvement efforts over the next few releases, describing how they evolve from the agile Scrum-based lifecycle to a leaner approach and eventually to continuous delivery. * Chapter 13: Closing Thoughts. This chapter overviews the disciplined agile resources that are available to you. * Appendix: The Disciplined Agile IT Department. This short appendix overviews our ongoing work on the Disciplined Agile framework to address the full scope of an IT department. At 102 pages, you should find this book to be a quick, informative read.

[Agile Processes in Software Engineering and Extreme Programming](#) Kogan Page Publishers

Being able to fit design into the Agile software development processes is an important skill in today's market. There are many ways for a UX team to succeed (and fail) at being Agile. This book provides you with the tools you need to determine what Agile UX means for you. It includes practical examples and case studies, as well as real-life factors to consider while navigating the Agile UX waters. You'll learn about what contributes to your team's success, and which factors to consider when determining the best path for getting there. After reading this book, you'll have the knowledge to improve your software and product development with Agile processes quickly and easily. Includes hands on, real-world examples to illustrate the successes and common pitfalls of Agile UX Introduces practical techniques that can be used on your next project Details how to incorporate user experience design into your company's agile software/product process

[Agile Methodology](#) Addison-Wesley Professional

"Companies have been implementing large agile projects for a number of years, but the 'stigma' of 'agile only works for small projects' continues to be a frequent barrier for newcomers and a rallying cry for agile critics. What has been missing from the agile literature is a solid, practical book on the specifics of developing large projects in an agile way. Dean Leffingwell's book *Scaling Software Agility* fills this gap admirably. It offers a practical guide to large project issues such as architecture, requirements development, multi-level release planning, and team organization. Leffingwell's book is a necessary guide for large projects and large organizations making the transition to agile development." —Jim Highsmith, director, Agile Practice, Cutter Consortium, author of *Agile Project Management* "There's tension between building software fast and delivering software that lasts, between being ultra-responsive to changes in the market and maintaining a degree of stability. In his latest work, *Scaling Software Agility*, Dean Leffingwell shows how to achieve a pragmatic balance among these forces. Leffingwell's observations of the problem, his advice on the solution, and his description of the resulting best practices come from experience: he's been there, done that, and has seen what's worked." —Grady Booch, IBM Fellow Agile development practices, while still controversial in some circles, offer undeniable benefits: faster time to market, better responsiveness to changing customer requirements, and higher quality. However, agile practices have been defined and recommended primarily to small teams. In *Scaling Software Agility*, Dean Leffingwell describes how agile methods can be applied to enterprise-class development. Part I provides an overview of the most common and effective agile methods. Part II describes seven best practices of agility that natively scale to the enterprise level. Part III describes an additional set of seven organizational capabilities that companies can master to achieve the full benefits of software agility on an enterprise scale. This book is invaluable to software developers, testers and QA personnel, managers and team leads, as well as to executives of software organizations whose objective is to increase the quality and productivity of the software development process but who are faced with all the

challenges of developing software on an enterprise scale.

[Agile Data Warehousing Project Management](#) IT Governance Ltd

Do you want to become an expert project manager? Are you interested in learning Agile, but don't know where to start? Are you tired of missing deadlines? With *Agile Methodology: A Beginner's Guide to Agile Method and Principles*, you can become a whiz in no time. No more late projects. No more confused team members. You can learn to manage a team and deliver high quality products with this easy to follow guide. In this book you'll learn: Basic Agile principles and how to use them. The art of simplicity. How to collaborate as a team. High to work quickly while having high quality production. How to communicate as a team and make everyone a team player. How to build a foundation for any project. How to deliver on time, every time. Increase transparency while decreasing risks. How to keep your customers satisfied. And lots more! What are waiting for? Don't wait another minute to impress your boss, manage your team and keep your customers happy. Click the BUY button now!

[User Stories Applied](#) Addison-Wesley

These are the proven, effective agile practices that will make you a better developer. You'll learn pragmatic ways of approaching the development process and your personal coding techniques. You'll learn about your own attitudes, issues with working on a team, and how to best manage your learning, all in an iterative, incremental, agile style. You'll see how to apply each practice, and what benefits you can expect. Bottom line: This book will make you a better developer.

[Agile Portfolio Management](#) Pearson

Your Hands-On, "In-the-Trenches" Guide to Successfully Leading Agile Projects Agile methods promise to infuse development with unprecedented flexibility, speed, and value and these promises are attracting IT organizations worldwide. However, agile methods often fail to clearly define the manager's role, and many managers have been reluctant to buy in. Now, expert project manager Sanjiv Augustine introduces agility "from the manager's point of view, offering a proven management framework that addresses everything from team building to project control. Augustine bridges the disconnect between the assumptions and techniques of traditional and agile management, demonstrating why agility is better aligned with today's project realities, and how to simplify your transition. Using a detailed case study, he shows how agile methods can scale to succeed in even the largest projects: Defining a high-value role for the manager in agile project environments Refocusing on "outcomes--not rigid plans, processes, or controls Structuring and building adaptive, self-organizing "organic teams" Forming a guiding vision that aligns your team behind a common purpose Empowering your team with the information it needs to succeed Managing the flow of customer value from one creative stage to the next Leveraging your team members strengths as "whole persons" Implementing full-life-cycle agility: from planning and coding to maintenance and knowledge transfer Customizing agile methods to your unique environment Becoming an "adaptive leader" who can inspire and energize agile teams Whether you're a technical or business manager, "Managing Agile Projects" gives you all the tools you need to implement agility in "your environment and reap its full benefits. "Managing Agile Projects is part of the Robert C. Martin series. (c) Copyright Pearson Education. All rights reserved.

[Succeeding with Agile](#) Addison-Wesley Professional

Agile Practice Guide - First Edition has been developed as a resource to understand, evaluate, and use agile and hybrid agile approaches. This practice guide provides guidance on when, where, and how to apply agile approaches and provides practical tools for practitioners and organizations wanting to increase agility. This practice guide is aligned with other PMI standards, including *A Guide to the Project Management Body of Knowledge (PMBOK® Guide) - Sixth Edition*, and was developed as the result of collaboration between the Project Management Institute and the Agile Alliance.

[The Scrum Culture](#) "O'Reilly Media, Inc."

This book is a guide for managers, Scrum Masters and agile coaches who are interested in agile organizational methods and who are planning to introduce Scrum at their own company. Scrum is not only a product development framework but can also be used to structure activities for agile and lean organizational development. Divided into five major parts, the book first introduces and defines the Scrum Culture. It explains its relevance, highlights a number of pain points typical for first encounters with Scrum, and embeds it in an introduction to organizational change. This is complemented with many real-life examples that help to apply the concepts to readers' own specific contexts. The second part describes the principles of introducing Scrum in detail, while the third part embarks on the practical application of these principles, drawing on a wealth of experience gathered in many successful introduction projects. Part four focuses on a detailed case study of a Scrum transformation before part five provides, in closing, a number of appendices offering extensive information on Scrum and its principles.

[Agile Change Management](#) John Wiley & Sons

Apply adaptive research to improve results in drug development The pharmaceutical industry today faces a deepening crisis: inefficiency in its core business, the development of new drugs. The *Agile Approach to Adaptive Research* offers a solution. It outlines how adaptive research, using already-available tools and techniques, can enable the industry to streamline clinical trials and reach decision points faster and more efficiently. With a wealth of real-world cases and examples, author Michael Rosenberg gives readers a practical overview of drug development, the problems inherent in current practices, and the advantages of adaptive research technology and methods. He explains the concepts, principles, and specific techniques of adaptive research, and demonstrates why it is an essential evolutionary step toward improving drug research and development. Chapters explore such subjects as: The adaptive concept Design and operational adaptations Sample-size reestimation Agile clinical development Safety and dose finding Statistics in adaptive research, including frequentist and Bayesian approaches Data management technologies The future of clinical development By combining centuries-old intellectual foundations, recent technological advances, and modern management techniques, adaptive research preserves the integrity and validity of clinical research but dramatically improves efficiency.

[Agile and Iterative Development](#) Addison-Wesley

Whether to continue using traditional cost and benefit analysis methods such as systems and software engineering standards or to use a relatively new family of software development processes known as Agile methods is one of most prevalent questions within the information technology field today. Since each family of methods has its strengths and weaknesses, the question being raised by a growing number of executives and

practitioners is: Which family of methods provides the greater business value and return on investment (ROI)? Whereas traditional methods have been in use for many decades, Agile methods are still a new phenomenon and, until now, very little literature has existed on how to quantify the business value of Agile methods in economic terms, such as ROI and net present value (NPV). Using cost of quality, total cost of ownership, and total life cycle cost parameters, *The Business Value of Agile Software Methods* offers a comprehensive methodology and introduces the industry's initial top-down parametric models for quantifying the costs and benefits of using Agile methods to create innovative software products. Based on real-world data, it illustrates the first simple-to-use parametric models of Real Options for estimating the business value of Agile methods since the inception of the Nobel prize winning Black-Scholes formulas. Numerous examples on how to estimate the costs, benefits, ROI, NPV, and real options of the major types of Agile methods such as Scrum, Extreme Programming and Crystal Methods are also included. In addition, this reference provides the first comprehensive compilation of cost and benefit data on Agile methods from an analysis of hundreds of research studies. *The Business Value of Agile Software Methods* shatters key myths and misconceptions surrounding the modern-day phenomenon of Agile methods for creating innovative software products. It provides a complete business value comparison between traditional and Agile methods. The keys to maximizing the business value of any method are low costs and high benefits and the business value of Agile methods, when compared to traditional methods, proves to be very impressive. Agile methods are a new model of project management that can be used to improve the success, business value, and ROI of high-risk and highly complex IT projects in today's dynamic, turbulent, and highly uncertain marketplace. If you are an executive, manager, scholar, student, consultant or practitioner currently on the fence, you need to read this book!

Agile Project Delivery Springer Nature

Agile Project Delivery reviews how different Agile methods can be applied to project delivery in complex corporate environments beyond the Agile Manifesto's original scope of software development. Taking readers through a typical project lifecycle, the text demonstrates how Agile techniques can be applied to each phase of a project using valuable tools and examples. *Agile Project Delivery* covers various approaches that are used across the many methodologies and frameworks that are part of the Agile family, including Scrum, XP, and Crystal, as well as some of Agile's influences, such as Lean and Kanban. *Agile Project Delivery* also provides readers with advanced instructions for using Atlassian's industry-leading Agile software, Jira. Bridging the gap between Agile methodology and application, this concise guide features practical delivery approaches, engaging case studies, useful templates to assist in Agile application, and chapter discussion questions to reinforce understanding on how to harness the benefits of Agile. With a focus on settings outside of software development and an accessible, pragmatic approach, *Agile Project Delivery* is an invaluable resource for students in any project management course, as well as for both aspiring and experienced project practitioners.

Agile Processes in Software Engineering and Extreme Programming Pearson Education

This book is a guide for managers, Scrum Masters and agile coaches who are interested in agile organizational methods and who are planning to introduce Scrum at their own company. Scrum is not only a product development framework but can also be used to structure activities for agile and lean organizational development. Divided into six major parts, the book first introduces and defines the Scrum Culture briefly. It explains its relevance, highlights a number of pain points typical for first encounters with Scrum, and embeds it in an introduction to organizational change. This is complemented with many real-life examples that help to apply the concepts to readers' own specific contexts. The second part describes the principles of introducing Scrum in detail, while the third part embarks on the practical application of these principles, drawing on a wealth of experience gathered in many successful introduction projects. Part four focuses on a detailed case study of a Scrum transformation before part five provides the scientific background information and study details that led to the findings in part one. In closing, part six offers a number of appendices with extensive information on Scrum and its principles. The second edition of this book has been updated throughout and fundamentally re-organized for better readability.

Learning Agile Addison-Wesley Professional

A Thorough Introduction to the Agile Framework and Methodologies That Are Used Worldwide Organizations of all shapes and sizes are embracing Agile methodologies as a way to transform their products, customer satisfaction, and employee engagement. Many people with varying levels of work

experience are interested in understanding the architecture and nuances of Agile, but it is difficult to know where to start. Numerous practitioner books are available, but there has never been a single source for unbiased information about Agile methodologies—until now. *Introduction to Agile Methods* is the place to start for students and professionals who want to understand Agile and become conversant with Agile values, principles, framework, and processes. Authors Sondra Ashmore and Kristin Runyan use academic research and their own experiences with numerous Agile implementations to present a clear description of the essential concepts. They address all key roles and the entire development life cycle, including common roadblocks that must be overcome to be successful. Through the authors' realistic use cases, practical examples, and thought-provoking interviews with pioneering practitioners, complex concepts are made relatable. No matter what your role or level of experience, this book provides a foundational understanding that can be used to start or enhance any Agile effort. Coverage includes How Agile compares with the Waterfall method and when to use each Why Agile demands a cultural transformation—and how that looks to each participant Comparing various Agile methodologies, including Scrum, Kanban, Extreme Programming (XP), Crystal, Feature Driven Development (FDD), Lean, and DSDM Understanding the roles within Agile and how they work together to create superior results Agile approaches to requirements gathering, planning, estimating, tracking, reporting, testing, quality, and integration Extending Agile beyond IT

Agile! Springer

The second edition of *Agile Change Management* provides essential tools to build change manager capabilities and ensure change initiatives are embedded effectively throughout the organization. This book is a comprehensive resource for creating a roadmap that is flexible and unique to each organization to manage any type of change initiative. Detailing all the processes, activities and information needed, from creating the right environment for change to completing iterative tasks, it shows how to respond to different needs as they arise, reducing the potential for wasted time and resources. The updated second edition features chapters on behavioural change and decomposition in planning iterations, and new material on prototyping for business needs and virtual leadership. Whether implementing a large-scale transformation or working through projects at micro-level, *Agile Change Management* provides tools, frameworks and examples necessary to adapt to and manage change effectively.

Lean Software Development J. Ross Publishing

This book is written as an instructional resource for those new to agile, including software engineering undergraduate students and any others within the computer science degree programs who want to understand what it means to work in an Agile environment. The book includes the history and value of the shift to agile development as well as insightful vignettes on the practical application of how it is being implemented in the workplace. This book will help arm newer practitioners with a functional knowledge of agile and to give them valuable experience with the key concepts, common vocabulary, and known implications of the overall agile paradigm.

Agile Software Development Packt Publishing Ltd

Learn why agile techniques work better than historical approaches, and use them to rev up your software development with a faster, more flexible approach.

Scaling Software Agility Microsoft Press

The XP conference series established in 2000 was the first conference dedicated to agile processes in software engineering. The idea of the conference is to offer a unique setting for advancing the state of the art in the research and practice of agile processes. This year's conference was the ninth consecutive edition of this international event. The conference has grown to be the largest conference on agile software development outside North America. The XP conference enjoys being one of those conferences that truly brings practitioners and academics together. About 70% of XP participants come from industry and the number of academics has grown steadily over the years. XP is more of an experience rather than a regular conference. It offers several different ways to interact and strives to create a truly collaborative environment where new ideas and exciting findings can be presented and shared. For example, this year's open space session, which was "a conference within a conference", was larger than ever before. Agile software development is a unique phenomenon from several perspectives.

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